nintendo
Wi-Fi
connection
Wii
GUITAR HERO
VAN HALEN
ACTIVISION
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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SYSTEM MENU UPDATE
Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play. Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.
- Use the Wii Remote Jacket.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.
The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at **www.nintendowifi.com/terms.**

TABLE OF CONTENTS

2 - Game Controls

3 - Using the Guitar Hero® Controllers

4 - Main Menu

5 - Settings/Options

5 - How to Rock

7 - Customer Support

9 - Software License Agreement

Game Controls

The Wii Remote™

+Control Pad: Navigates the menus

Ⓐ Confirm / Activates Vocal Star Power

Ⓑ Back / Activates Vocal Star Power

① Rotate character view

② Zoom character view

⊕ Pause

Note: To navigate menus the Wii Remote needs to be inserted into the extension controller(s), unless used with the Logitech® USB microphone in the vocal play mode.

USING THE CONTROLLERS

Please read the following before using the controllers.

WARNING: If you have heart, respiratory, or other physical impairments that limit your physical activity, DO NOT use the controllers. If you have any doubts, consult with a physician before using the controllers.

- The controllers must be used with care to avoid injury. Activision will not be liable for injuries resulting from improper use of the controllers.
- The controllers are for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the controllers in a dusty or humid place.
- Small children should be monitored at all times when using the controllers.
- Do not modify or disassemble the controllers under any circumstances unless otherwise noted in the controller manual.
- When not in use, make sure the controllers are removed from the playing area and are properly stored.
- Excessive use of the Whammy Bar on the guitar controller can cause it to break.
- Never get the controllers wet.
- Never stand on the controllers.
- Use a dry cloth to clean the controllers, never use chemicals to clean the products.

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USING THE GUITAR CONTROLLER

** Note that the Wii Remote needs to be inserted into the extension controller before use.

- ⊕ : Confirm / Pause
- Star Power / ⊖ : Activates Star Power
- Strum Bar: Navigates the menus
- Green Fret Button: Activates the green note / Confirm
- Red Fret Button: Activates the red note / Cancel
- Yellow Fret Button: Activates the yellow note
- Blue Fret Button: Activates the blue note
- Orange Fret Button: Activates the orange note
- Strum Bar: Press the Strum Bar UP or DOWN to activate the Fret Button(s) you have pressed. To navigate in menus, press the Strum Bar UP or DOWN.
- Whammy Bar: Press in and out on Long Notes to add your own style to each song.
- Tilt Sensor: Tilt the guitar controller up to activate Star Power.
- Slider Bar: Tap or move up and down on the slider bar to simulate strumming and add your own personal style to the music.

** Slider Bar features may not be available on all Activision games that utilize this controller.

USING THE DRUM KIT CONTROLLER

** Note that the Wii Remote needs to be inserted into the extension controller before use.

- ⊕ : Confirm / Pause
- ⊖ : Cancel
- Control Stick: Navigate the menus
- Green Drum Pad: Activates the green note / Confirm
- Red Drum Pad: Activates the red note / Cancel
- Blue Drum Pad: Activates the blue note
- Yellow Cymbal Pad: Activates the yellow note
- Orange Cymbal Pad: Activates the orange note
- Kick Pedal: Activates the bass drum note
- Yellow and Orange Cymbal Pads: Hit simultaneously to activate Star Power.
- The Wii Remote and Nunchuk can be used to play the drums in Mii Freestyle mode.

*** A second kick pedal can be utilized for all drum difficulties and requires a 1/8 inch mono/stereo splitter adaptor. (Sold Separately)

USING THE MICROPHONE

- Plug in the Logitech® USB microphone or any compatible USB microphone.
- Place the microphone as close to the mouth as possible without getting so close that you introduce unwanted effects.
- Press either of the following buttons: Ⓐ or Ⓑ on the Wii Remote to activate Star Power.

Activate Vocal Star Power : Ⓐ or Ⓑ

Adjust Vocal Volume: ①, ②

** Note that the Wii Remote needs to be connected to navigate menus when using the microphone.

CONTROLLER TYPE MAY VARY, SEE PACKAGING OR CONTROLLER MANUAL FOR MORE INFORMATION.

⚠ REPETITIVE MOTION INJURIES AND EYESTRAIN

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms, feet, legs or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

MAIN MENU

Career: Choose your favorite Van Halen member and take to the stage as David Lee Roth, Eddie Van Halen, Wolfgang Van Halen, Alex Van Halen, or create your own character for use in guest artist songs. Choose from a guitarist, drummer, vocalist, bassist, or band career.

*Note: You will not be able to access the Tutorials without attaching a Guitar Hero controller. The option will be grayed out until a Guitar Hero controller is activated.

Quickplay: In Quickplay, all songs are unlocked for play by default, and you and your friends can create a set list of up to 6 songs.

Head to Head: 2 Player competitive modes including:

- **Face-Off:** Two players compete in a guitar, bass or drum match while alternating play on the same note chart. Each player can adjust the difficulty to fit their skill level.
- **Pro Face-Off:** This is the ultimate duel for guitar, bass and drum champions. Two players battle it out by playing the same note chart at the same time on their selected difficulty levels.
- **Battle:** Challenge a friend to a guitar or bass shred off with Battle Mode! Earn Attacks that you can use to disrupt your opponent. To activate Attacks you'll need to either tilt your guitar controller like you would when activating Star Power, or press the Star Power Button.

Nintendo WFC: Invite your friends or play with others online in Band Quickplay, Head to Head modes or Band vs. Band on 2 Wii™ consoles with Nintendo Wi-Fi Connections.

Backstage:

- **Practice:** You can take any song in the game and practice any part of it at the normal setting, or you can slow the song down to really help you out.
- **Extras:** View the Van Halen Soundboard, watch the game credits, and read song lyrics!
- **Rock Star Creator:** Start from scratch and create the rocker you've always dreamed of. Choose from different body features, outfits and much more.
- **Leaderboards:** Check out who the top rockers are!
- **Rock Rank:** Earn more cash and increase your rank. Compare your rank with others you've played online.
- **Community:** Join your game to Community.GuitarHero.com, to track stats, play tournaments and win prizes!

Music Studio: Use the Guitar Hero guitar and drum controllers to create your own songs. You can publish your songs on GH™Tunes for others to download; but the songs must be your own, original creations.

****Note: Only the Band Leader can save songs created in the Music Studio.**

- **Recording Studio:** 1-4 players can choose from bass guitar, lead guitar, rhythm guitar, keyboards, vocals, or drums and make music together (vocals cannot be recorded).
- **GH™Mix:** Fine tune your music creations with the advanced editing features in GH™Mix.
- **GH™Tunes:** Download the latest user created music.
- **Tutorials:** View tutorials to learn helpful techniques for using the Music Studio.

SETTINGS / OPTIONS

Cheats:
- Enter codes to enhance your experience.

Band Info:
- Rename Band: Change the name of your band.
- Edit Band Logo: Use the graphic editor to create a unique logo for your band.

Save/Load:
- Save Game.
- Load Game.
- Reset Progress.
- Autosave: Turn autosave on or off.

Calibrate Lag: Some televisions and AV receivers have an audio/visual lag that can make it difficult to play the game. Use this screen to calibrate your lag.

Audio Settings: Change the volume of any instrument in the band as well as the crowd and sound effects.

Functional Options:
- **Lefty Flip:** Players 1-4 can turn on Lefty Flip if they would like to play left handed.
- **Scrolling Vocals:** Turn on scrolling vocals or static vocal text.
- **Star Power Clap:** Turn off or on the ability to activate Star Power by clapping into the microphone
- **Countdown:** Turn off or on the countdown from unpausing the game.
- **Star Power Tilt:** Turn off or on the ability to deploy Star Power by tilting the guitar.
- **Touch Strip:** Turn off or on the ability to use the Touch Strip for Slider Note sections.
- **Auto Sign-in:** This option allows the player to sign into Nintendo WFC automatically when starting up Guitar Hero Van Halen.

HOW TO ROCK

GUITAR CONTROLLER:

Press the Fret Buttons and strum on the Strum Bar UP or DOWN in sync to the notes that are on the screen.

Basic Notes:
1. Hold the Fret Button that corresponds to the note on the screen.
2. Strum on the Strum Bar UP or DOWN to play the note.

Long Notes (otherwise known as sustains):
1. Hold the correct Fret Button down.
2. Strum on the Strum Bar UP or DOWN to play the note.
3. Hold the Fret Button down until the whole note has played.

Chords:
1. Chords are two or more notes played at the same time. These can come in the form of Basic Notes and Long Notes.

Touch Strip:
1. Tap the Touch Strip while pressing the Fret Buttons to simulate strumming.
2. Slide your finger on the Touch Strip during long notes to alter the sound of the note.
3. When you see clear notes, you can play them by touching the Touch Strip without pressing the Fret Buttons.

**Note that when using guitar controllers without the Slider features, hit the Slider Notes using the Fret Buttons.

Open Notes (only for Bass):
1. Strum without pressing any Fret Buttons. Open Notes are displayed as a purple bar on the screen.

The Whammy Bar:
1. Press the Whammy Bar in and out on Long Notes to add your own style to each song.

DRUM KIT CONTROLLER:

Hit the correct drum pads in sync to the notes that are on the screen.

Basic Notes:

1. Hit the drum pad that corresponds to the note on the screen.

Kick Drum Notes:

1. Use the kick pedal to hit the wide purple notes on the screen.

MICROPHONE:

Use the microphone to sing along to your favorite songs across 5 different difficulties.

1. Sing the words that appear on the screen and get judged based on pitch and timing.

** Note that the Wii Remote needs to be connected to navigate menus when using the microphone.

The Rock Meter

The Rock Meter is the ultimate gauge for how you are doing. It will show you your points, note streak, and how much Star Power you have.

The Multiplier Meter

If you can nail a series of notes perfectly, then you'll receive a handy "Score Multiplier" which is 2-4X the value of each note you hit. In Band play, the Band multiplier will increase as more Band members are in Star Power together. In single player and Band play, the multiplier will increase as you are in Star Power. Mess up and your score multiplier vanishes.

Difficulty Settings

Beginner: The player only needs to hit the lines that come down the note highway on time. For vocals, just sing the words on time.

Easy: Get your feet wet with this difficulty. This difficulty setting only utilizes some of the playing techniques.

Medium: This difficulty setting brings notes a little faster and introduces new playing techniques.

Hard: Notes come down faster and advanced skills are needed if you expect to rule in this difficulty setting.

Expert: This insane difficulty will have you frantically using all the techniques you've learned.

Expert+: This difficulty is for the true masters of double bass drumming. When a guitar pick with two drum sticks appears to the left of a song, that means it features double bass drumming.

Song Results Screen

Grade: This scale goes from 3 to 5 stars. Hit every single note to get gold stars.

Score: This is the overall score you received on your song.

Note Streak: Find out how long you went without making a mistake and missing a note.

Notes Hit: This tells you the percentage of notes you hit in the song.

(If that wasn't enough data for you... there are even more stats available by selecting the "More Stats" option)

How Do I Get Star Power?

- Gain Star Power by nailing a series of star-shaped notes that glow. You have to nail the entire sequence, otherwise you're out of luck. You can gain even more Star Power by using the Whammy Bar or Touch Strip on long Star Power notes. Once your Star Power Meter is at least half-full, it'll flash, and you're ready to unleash Star Power. For vocals, gain Star Power by scoring well on freeform sections, achieving 'solid' on phrases, or by getting even more Star Power with 'excellent' phrases.
- **Guitar Controller**: Tilt the Guitar Hero guitar controller or press the Star Power Button to activate Star Power
- **Drum Kit Controller**: Hit Yellow and Orange Cymbal Pads simultaneously to activate Star Power
- **Microphone:** Tap the top of the microphone or press Ⓐ or Ⓑ, or right on the +Control Pad on the Wii Remote to activate Star Power.

Guitar Battle Rules

Hit each series of Battle Gems to collect attacks. Once you have collected an attack, tilt your guitar controller or press the Star Power button to attack your foe. You have to make them fail before the end of the song, but be careful, they can battle back!

Guitar Battle Attacks

Broken String: Use this attack to break one of your opponent's strings. The button on the guitar controller won't work until they fix it by rapidly tapping that button until it is repaired.

Difficulty Up: This attack will increase the difficulty on your opponent's note chart.

Amp Overload: This attack causes the scrolling fret board on your opponent's screen to shake and flash, making it extremely difficult to read which notes are approaching.

Whammy Attack: Use this attack to cause your opponent to miss notes on their guitar. You must move the whammy bar fast to be able to play notes again.

Power-Up Steal: This attack steals your opponent's attack before they can use it. If they don't have one to steal and you activate this power, you'll lose it.

Double Notes: Deploying this attack forces your opponent to double up on how many notes they have to play.

The Lefty/Righty Flip: The Lefty/Righty Flip Attack swaps the note chart around, opposite to how your opponent would normally play the game.

Mines: The notes on the opponent's notetrack get populated with grey transparent gems that explode and lower the player's rock meter if they are hit.

Blackout: Use this attack to black out your opponent's notetrack briefly.

CREDITS

- Developed by Underground Development and Toys for Bob
- Additional development by Neversoft, Budcat Creations and Vicarious Visions
- Published by Activision
- For more information on this product, the credits, or its features, please visit **www.guitarhero.com**

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Note: Please do not contact Customer Support for hints/codes/cheats, only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

Note: all support is handled in English only.

Note: The multiplayer components of Activision games are handled only through Internet support.

Phone: (310) 255-2050

You can call our 24-hour automated voice system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time), Monday through Friday, except holidays.

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NOTES

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Warranty Replacements, Activision Publishing, Inc., P.O. Box 67713, Los Angeles, CA 90067.

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